

## **Claim Amendment Summary**

### **Claims pending**

- At time of the Action: Claims 1-36.
- After this Response: Claims 1-36.

**Canceled or Withdrawn claims:** none.

**Amended claims:** none.

**New claims:** none.

Pending claims are listed as follows:

- 1. (ORIGINAL)** A media player comprising:  
a user interface configured to enable a user to interact with the media player to play different types of media; and  
a rendering area within the user interface and within which multiple different types of media can be rendered for the user.
- 2. (ORIGINAL)** The media player of claim 1 wherein the media player is configured to render all visual media types that can be rendered by the media player in the rendering area.
- 3. (ORIGINAL)** The media player of claim 1 wherein the different types of media comprise video types, animation types, and skin types.

1           4.     **(ORIGINAL)** The media player of claim 1 wherein the  
2 different types of media comprise video types, animation types, HTML  
3 types and skin types.

4  
5           5.     **(ORIGINAL)** The media player of claim 1 wherein the  
6 different types of media comprise video types, animation types, and  
7 visualization types that can be presented and generally synchronized with  
8 audio media that can be played by the media player.

9  
10          6.     **(ORIGINAL)** A media player comprising:  
11           a user interface configured to enable a user to interact with the media  
12 player to play different types of media, the different types of media  
13 comprising video types, animation types, and visualization types that can be  
14 presented and generally synchronized with audio media that can be played  
15 by the media player; and

16           a rendering area within the user interface and within which multiple  
17 different types of media can be rendered for the user, the media player  
18 being configured to render all visual media types that can be rendered by  
19 the media player in the rendering area.

20  
21          7.     **(ORIGINAL)** A media rendering method comprising:  
22           providing a media player user interface;  
23           providing a rendering area within the user interface; and  
24           rendering different media types within the rendering area.  
25

1           **8. (ORIGINAL)** The media rendering area of claim 7, wherein  
2 said rendering comprises rendering all visual media that can be rendered by  
3 the media player in the rendering area.

4  
5           **9. (ORIGINAL)** The media rendering area of claim 7, wherein  
6 said rendering comprises rendering video types, animation types, and  
7 visualization types associated with audio media in the rendering area.

8  
9           **10. (ORIGINAL)** The media rendering area of claim 7, wherein  
10 said rendering comprises:

11           providing multiple different rendering objects each of which are  
12 associated with a different media type; and

13           hosting all of the different rendering objects within the rendering  
14 area.

15  
16           **11. (ORIGINAL)** One or more computer-readable media having  
17 computer-readable instructions thereon which, when executed by a  
18 computer, cause the computer to implement the method of claim 7.

19  
20           **12. (ORIGINAL)** A media player comprising software code that  
21 is configured to:

22           provide a rendering area within a media player user interface; and  
23 render different media types within the rendering area.  
24  
25

1           **13. (ORIGINAL)** The media player of claim 12, wherein the  
2 code is configured to render all visual media that can be rendered by the  
3 media player in the rendering area.

4  
5           **14. (ORIGINAL)** The media player of claim 12, wherein the  
6 code is configured to render video types, animation types, and visualization  
7 types associated with audio media in the rendering area.

8  
9           **15. (ORIGINAL)** The media player of claim 12, wherein the  
10 code is configured to:

11           provide multiple different rendering objects each of which are  
12 associated with a different media type; and

13           host all of the different rendering objects within the rendering area.

14  
15           **16. (ORIGINAL)** An object model comprising:

16           a base rendering object associated with a rendering area in which  
17 multiple different media types can be rendered, the rendering area  
18 providing at least a portion of a media player user interface that can be  
19 viewed by a user; and

20           multiple different media type rendering objects each of which being  
21 associated with a different media type that can be rendered in the rendering  
22 area, the different media type rendering objects being configured to render  
23 their associated media.

1           **17. (ORIGINAL)** The object model of claim 16, wherein the  
2 different media type rendering objects comprise a skin rendering object that  
3 is configured to render a skin.  
4

5           **18. (ORIGINAL)** The object model of claim 16, wherein the  
6 different media type rendering objects comprise a video rendering object  
7 that is configured to render video.  
8

9           **19. (ORIGINAL)** The object model of claim 16, wherein the  
10 different media type rendering objects comprise a audio rendering object  
11 that is configured to provide a visualization.  
12

13           **20. (ORIGINAL)** The object model of claim 19 further  
14 comprising one or more effects associated with the audio rendering object,  
15 individual effects being configured to render an associated visualization.  
16

17           **21. (ORIGINAL)** The object model of claim 16, wherein the  
18 different media type rendering objects comprise a animation rendering  
19 object that is configured to render animation.  
20

21           **22. (ORIGINAL)** The object model of claim 16, wherein the  
22 different media type rendering objects comprise a HTML rendering object  
23 that is configured to render HTML.  
24  
25

1           **23. (ORIGINAL)** The object model of claim 16, wherein the  
2 different media type rendering objects comprise one or more of: a skin  
3 rendering object that is configured to render a skin, a video rendering object  
4 that is configured to render video, a audio rendering object that is  
5 configured to provide a visualization, a animation rendering object that is  
6 configured to render animation, and a HTML rendering object that is  
7 configured to render HTML.

8  
9           **24. (ORIGINAL)** The object model of claim 16, wherein one or  
10 more of the media type rendering objects can host one or more other media  
11 type rendering objects.

12  
13           **25. (ORIGINAL)** One or more computer-readable media having  
14 computer-readable instructions thereon which, when executed by a  
15 computer, cause the computer to:

16           provide a base rendering object associated with a rendering area in  
17 which multiple different media types can be rendered, the rendering area  
18 providing at least a portion of a media player user interface that can be  
19 viewed by a user; and

20           provide multiple different media type rendering objects each of  
21 which being associated with a different media type that can be rendered in  
22 the rendering area, the different media type rendering objects being  
23 configured to render their associated media.

1           **26. (ORIGINAL)** The computer-readable media of claim 25,  
2 wherein the multiple different media type rendering objects share common  
3 properties.

4  
5           **27. (ORIGINAL)** The computer-readable media of claim 25,  
6 wherein the instructions further cause the computer to:

7           receive media associated with a media type for rendering in the  
8 rendering area;

9           ascertain an associated media type rendering object that is  
10 configured to render that media type;

11          call the associated media type rendering object; and

12          instruct the associated media type rendering object to render the  
13 received media in the rendering area.

14  
15          **28. (ORIGINAL)** The computer-readable media of claim 27,  
16 wherein the instructions cause the computer to ascertain the associated  
17 media type by calling the base rendering object with the media type, the  
18 instructions then causing the base rendering object to call the associated  
19 media type rendering object.

20  
21          **29. (ORIGINAL)** The computer-readable media of claim 27,  
22 wherein the instructions cause the computer to render the media associated  
23 with the media type in the rendering area, using the media type rendering  
24 object.

1           **30. (ORIGINAL)** The computer-readable media of claim 25,  
2 wherein the different media types comprise video types.

3  
4           **31. (ORIGINAL)** The computer-readable media of claim 25,  
5 wherein the different media types comprise animation types.

6  
7           **32. (ORIGINAL)** The computer-readable media of claim 25,  
8 wherein the different media types comprise HTML types.

9  
10          **33. (ORIGINAL)** The computer-readable media of claim 25,  
11 wherein the different media types comprise skin types.

12  
13          **34. (ORIGINAL)** The computer-readable media of claim 25,  
14 wherein the different media types comprise audio types.

15  
16          **35. (ORIGINAL)** A media player comprising software code that  
17 is configured to:

18           provide a base rendering object associated with a rendering area in  
19 which multiple different media types can be rendered, the rendering area  
20 providing at least a portion of a media player user interface that can be  
21 viewed by a user;

22           provide multiple different media type rendering objects each of  
23 which being associated with a different media type that can be rendered in  
24 the rendering area, the different media type rendering objects being  
25



1 configured to render their associated media and sharing common  
2 properties;

3 receive media associated with a media type for rendering in the  
4 rendering area;

5 call the base rendering object with the media type associated with  
6 the received media;

7 ascertain, with the base rendering object, an associated media type  
8 rendering object that is configured to render that media type;

9 call the associated media type rendering object with the base  
10 rendering object;

11 instruct the associated media type rendering object to render the  
12 received media in the rendering area; and

13 render the associated media in the rendering area with the media  
14 type rendering object.

15  
16 **36. (ORIGINAL)** The media player of claim 35, wherein the  
17 different media types can comprises one or more of: audio types, video  
18 types, animation types, skin types, and HTML types.